

# **ADVENTURE IN ARCANIA**

Quest Pack Design by Cory Tucholski



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# Author's Note

Adventure in Arcania—Take 23!

Maybe.

I had the idea for the basic plot of this Quest Pack back in the 90s when I was writing the original “MVP” trilogy. Assuming you’ve played the MVP trilogy, you’re undoubtedly tired of the story: I had a dream of a series of HQ Quest Packs that came with a giant miniature and three Quests, yadda yadda yadda.

As I was writing those, I invented the villain Lanmarr. In “Skraggmar,” Lanmarr found the ancient magic to animate Gargoyles. In “Warnoc,” he fought the Heroes and one of his possible actions was to animate rock piles that were scattered around the room into Gargoyles. He was absent for “Ograk,” but his presence was felt and the urgency to track him down intensified.

I knew he had to be the star of his own Quest Pack.

And then I saw “Baltar’s Staff,” a nonlinear RPG-style approach to HeroQuest by Dewayne Agin of Agin’s Inn. I wanted to duplicate the feat—maybe even do something bigger. And the conclusion of Lanmarr’s story, I thought, would be perfect.

But it was not to be. I may have been too ambitious, creating a design that required several all-new boards: a town setup, an outdoor setup, and dozens of new tiles. I just didn’t have the patience to design all of the new components, nor did I have the artistic talent to pull it off.

Dammit, Jim, I’m a writer, not an artist!

I attempted this again in 2011 using only the game board for everything. The site that hosted “Skraggmar” and “Warnoc,” Agin’s Inn, actually had an outdoor board available for download. Maybe I could use that!

But I’m a starter of projects, not a finisher. Once again, I put this on hold until something wholly unexpected happened.

Out of the blue, I was contacted by someone who had recently played “Skraggmar” and “Warnoc.” He had wondered if I had ever written the sequel with Lanmarr.

Well, I certainly had not, but I still had many notes about the direction it would take.

I dusted off the notes and considered my options. I could finish my complete vision, design the new boards, and do the full nonlinear story as I wrote it. Or, I could just use the HQ board-only designs that I had concocted when I took my second run.

Truthfully, I didn’t like either option. Nonlinear HQ sounds cool in theory, but in practice it seems like an awful pain in the ass for players. I mean, why should anyone have to roll dice to walk backwards through a completed board? It’s annoying enough in computer RPG games.

Maybe there was an unexplored middle option. Why not make a linear Quest Pack as per usual, but incorporate some of the nonlinear elements that I had already wrote about?

That left me with two areas for nonlinear game play: the Old Cathedral and the Abandoned Town, and the three levels of Formar’s Bastion. Some of my vision remains in tact, while enabling me to realize it within a week or two instead of months. No new boards, no sprawling world to explore. But Lanmarr’s story will be told. Really, that’s what’s important here.

# Adventure in Arcania

“Adventure in Arcania” is a Quest Pack for the Hero Quest Game System. It is meant to expand the Game System and is not a stand-alone game. It is assumed that you have also have access to the Quest Packs “Return of the Witch Lord” and “Kellar’s Keep.” The additional monsters and components from those Quest Packs are used throughout this one.

## New Components

The following new components are required to play this Quest Pack. If they are available, the description will explain how to obtain it.

**Bottomless Pit Room.** This is a bridge over a bottomless pit, which was originally included in the European-only release of “Against the Ogre Horde.” You can download the tiles from that pack [here](#) and print out a copy.

**Coffin tiles.** The coffin tiles were included with the official Milton Bradley Quest Pack “Return of the Witch Lord.” There are four 1 x 2 cardboard tiles that look like gravestones. These tiles are often used to simulate grave sites in the parts of the Quest Pack that take place in tombs.

**Death Mist Tile.** This represents a breath of Chaos that moves independently about the game board, causing damage to Heroes that are in its path. This was packaged with the official Milton Bradley Quest Pack “Return of the Witch Lord.”

**Iron Entrance Door.** The Iron Entrance Door is a cardboard cutout door that fits into a standard door stand. It is used to enter Quests instead of the Spiral Stairway included with the Game System. Iron Entrance Doors are available in the official Quest Packs “Return of the Witch Lord” and “Kellar’s Keep.” On the Quest map, it appears as a door with an arrow pointing inward to the game board.

**Portcullis.** This is a barred door, usually used to simulate a jail cell. It is inserted into a door stand, just like the Iron Entrance and Wooden Exit Doors. It was found in the Quest Pack for the Elf, “The Mage of the Mirror.”

**Stairway tiles (long and short).** These are used to simulate walking up or down stairs. They were found

with the official Milton Bradley Quest Pack “Kellar’s Keep.”

**Sun Eye Room.** This is perfect for a Chaos Sorcerer. It came with the European-only release “Against the Ogre Horde.” See the bottomless pit room for download instructions.

**Throne Room.** This 5x6 tile room was packaged with the Milton Bradley Quest Pack “Return of the Witch Lord.” It is used for Lanmarr’s throne room in this Quest Pack.

**Weapons Forge.** The great weapons of our age were forged here. This small tile was available in the Quest Pack “Kellar’s Keep.”

**Wooden Exit Door.** The Wooden Exit Door is a cardboard cutout door that fits into a standard door stand. It is used to exit the Quests in this book. The Wooden Exit Door component is available in the official Quest Packs “Kellar’s Keep” and “Return of the Witch Lord.” It appears on the Quest Map as a door with an arrow facing outward.

## New Monsters

**Extra Hero Quest Monsters.** This Quest Pack operates under the assumption that you own the Quest Packs “Return of the Witch Lord.” and “Kellar’s Keep.” The former included 8 extra Skeletons, 4 extra Zombies, and 4 extra Mummies; the latter included 8 extra Orcs, 6 extra Goblins, and 3 extra Fimir. Insuring that you have access to at least that many extra miniatures will help you immensely with Monster placement. Had Milton Bradley produced this Quest Pack, I would like to believe they would have included at least 4 extra Gargoyles and the monster placement assumes that you have 5 of these monsters.

**Conner Phelps.** The last name is, indeed, on purpose. I

thought of Mr. Phelps as a debonair superspy in a tux, and any of the top agents from [this pack](#) would represent him well on your game board.

**Leland Finley.** A wealthy industrialist in league with Lanmarr, Finley was a difficult miniature to find. But I would recommend [#0057 here](#).

**King.** The Chaos Warlock figure could represent the king. I was unable to find a suitable miniature as most of the “king” miniatures carry weapons as if in battle.

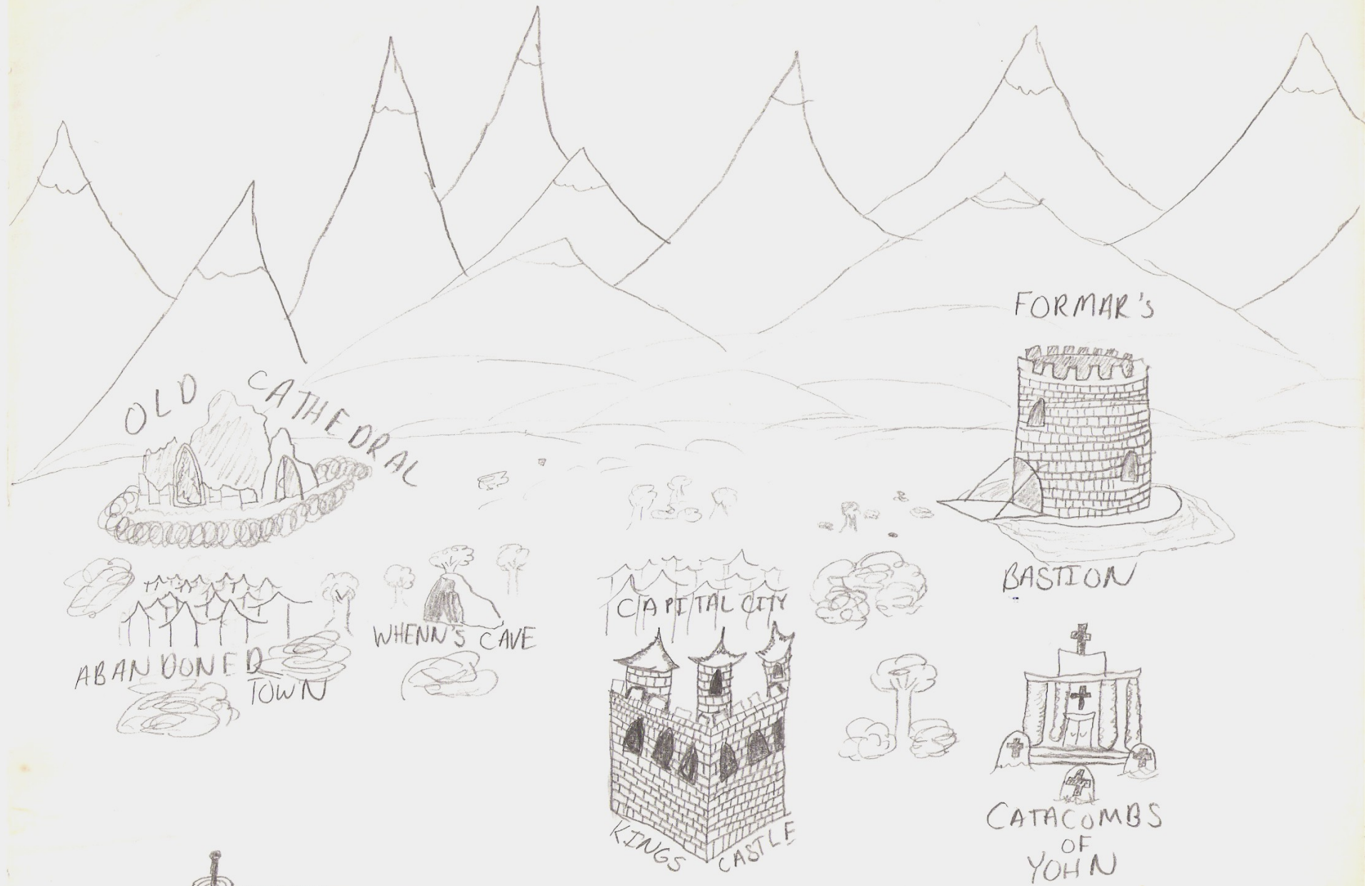
## New Rules

**Beginning Quests.** Unlike the Quests that come with the Game System, many Quests begin at the Iron Entrance Door. At the beginning of such Quests, Zargon will place

the Iron Entrance Door on the edge of the game board where indicated on the Quest Map and the Heroes will line up outside. Some Quests begin on the Spiral Stairway included with the Game System, and that will be noted in the Quest Notes.

**Ending Quests.** In the Game System, Quests ended when the Heroes achieved their objective and returned to the Spiral Stairway. In this Quest Pack, some Quests still follow that rule. Others end when all of the Heroes locate and move through the Wooden Exit Door. A few have another win condition listed in the Quest Notes and will end when that is achieved.

**Between Quests.** Between Quests, Heroes may purchase items from any of the stores of other Hero Quest supplements as you see fit, or from the Cardboard Platform in the Game System.



Kingdom of Arcania

# *A Message from Mentor*

**A**s I consult the great book Loretome, a serious threat becomes obvious. All that ever has happened, all that ever will happen, are recorded in the great book's countless pages. These pages are changing daily as I consult them, trying to plot Zargon's next move so that we may weaken his hold on the Kingdom.

Fate renders the passage of time and the words of the great book inviolate, and the only way that this could be happening is if someone were to mess with the fabric of time itself.

I have already mentioned this problem to you, my Heroes, but it is getting far worse and I'm afraid we can wait no longer. We must find out why the pages of Loretome are changing. It is time to confront your old enemy, Lanmarr the Animator of Gargoyles.

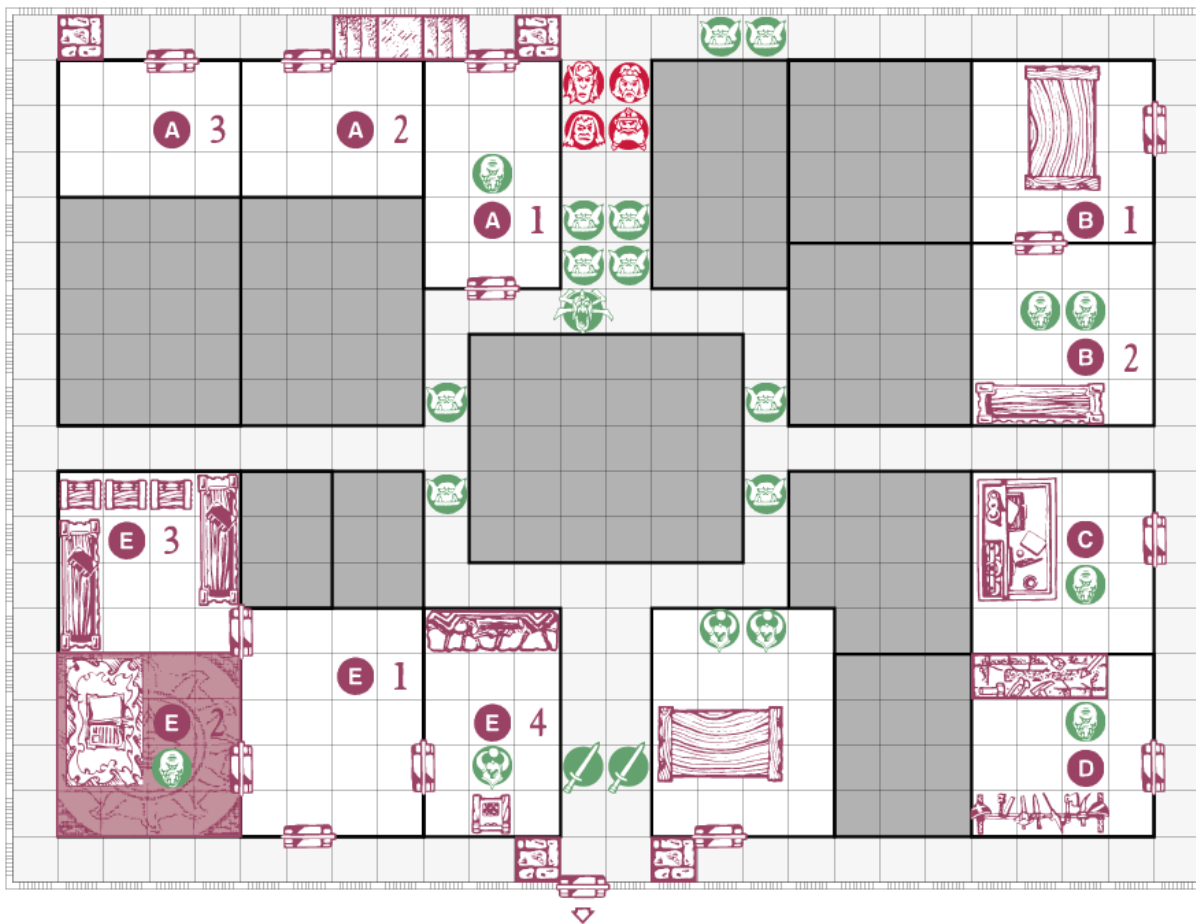
Only a few passages from Loretome seem to remain constant. The nearby Kingdom of Arcania, the abandoned tower called Formar's Bastion, and an even larger but remote city with great buildings as tall as the sky.

It is in Arcania that our journey must begin. A stranger has arrived at the Inn, and he went to see the king of Arcania. I have no current fix on his location.

I will send you now Arcania's capital city of Thorndale. You must find out what Lanmarr's plan is and put a stop to it. The realm is counting on you to succeed. If you don't, I fear that time and reality may be forever destroyed.

Good luck my friends. Remember, if you need my guidance, listen deep within yourselves.





## QUEST 1

# Town of Thorndale

"I'm sending you first to the town of Thorndale, the capital city of the Kingdom of Arcania. Seek the Stranger. He has a room at the Inn and may be able to shed some light on

Lanmarr's dealings. If the Stranger is not in his room, Loreto mentions he sought an audience with the king. Go then to the Castle, through the Wooden Exit Door."

### NOTES:

Place the Heroes where shown when this Quest begins. Place all monsters in line of sight of a Hero as well, then tell the Heroes that the Gargoyle points at them and shouts, "There they are! The Master wants them dead!"

Play then proceeds as normal. On your (Zargon's) first turn, you may place the Orcs in the hallway behind the Heroes and they may move and attack normally.

When the Gargoyle is dead, Mentor informs the Heroes that the town has been taken by the forces at Formar's Bastion, and now things have become much more difficult.

A) This is the Inn.

1. The Innkeeper was killed by this Fimir. The first Hero to search for treasure in this room will find a guest registry that states the most recent occupant was upstairs in the second room on the left (room A3). He will also find a master key that will unlock the doors to rooms A2 and A3. Without that key, neither door can be opened.
2. This is an unoccupied room. There is no treasure in here.
3. This is the Stranger's room. It is currently unoccupied. The first Hero to search for treasure in this room will find a travel journal that indicates the Stranger traveled from "New York City." Mentor has no idea where that city might be found.

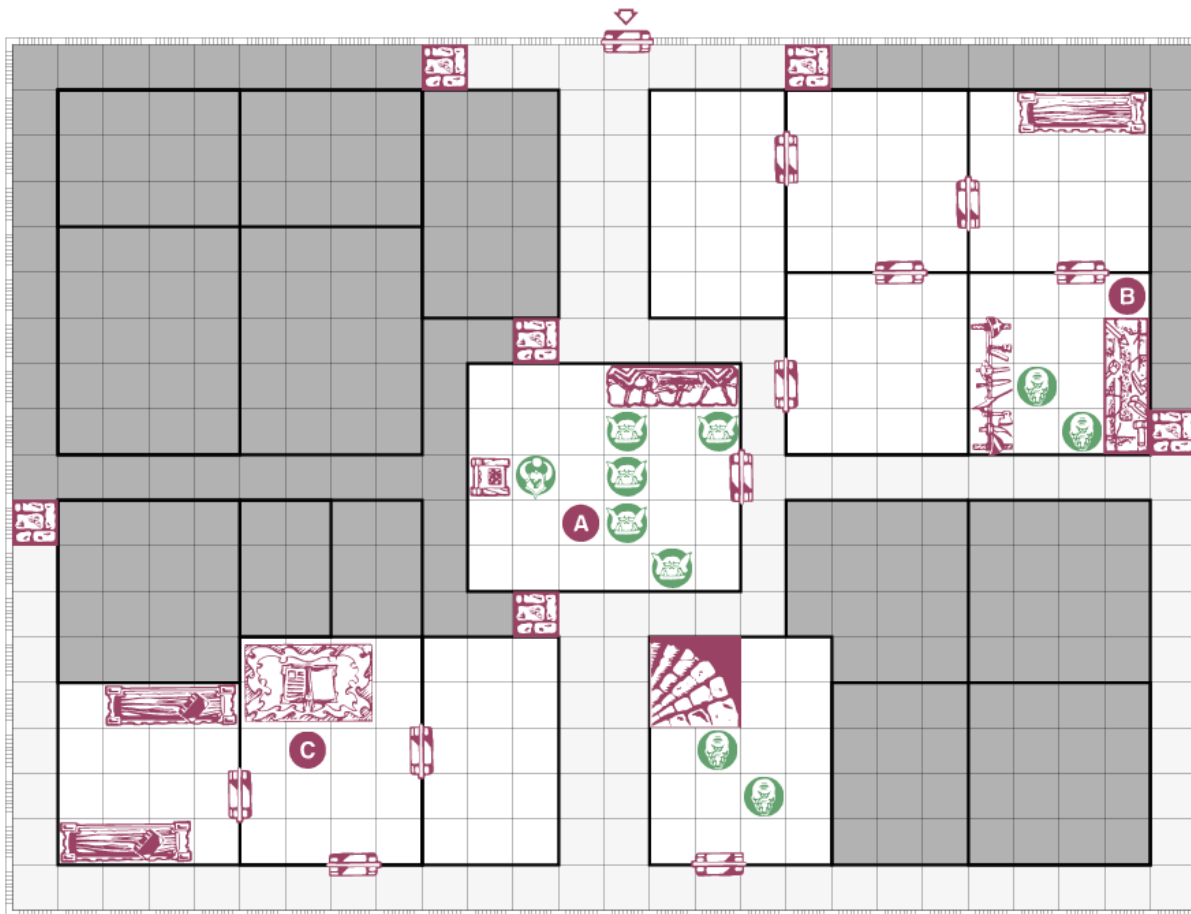
B) This is the General Store.

1. This room has seen better days. It has been ransacked, things tossed everywhere and everything is in total disarray. Heroes and monsters moving through this room do so at half of their normal move due to the difficult terrain.

2. The first Hero to search for treasure in this room will find a blood-red potion in a bottle. It is a potion of battle as described under the Alchemist's Shop in the Quest Pack "Return of the Witch Lord."
- C) This is the Alchemist's Shop. The first Hero to search for treasure in this room finds a potion of restoration exactly as described in the Alchemist's Shop in the Quest Pack "Return of the Witch Lord."
- D) This is the Blacksmith's Shop. The first Hero to search for treasure in this room finds a broadsword exactly as described on the Cardboard Platform in the Game System.
- E) This is the mansion of a great wizard—or at least, it was. The current occupants aren't as happy to see the Heroes as they might have hoped.
  1. This is the room where the wizard would receive his guests. It is currently unoccupied.
  2. This Fimir has studied the magic books that the wizard owned. It knows the Chaos Spells of Ball of Flame and Fire of Wrath, which it may cast once per turn instead of attacking. Once it is defeated, the first Hero to search for treasure in this room will find two spell scrolls on the Sorcerer's Table. Mix up the Artifact Cards from "Kellar's Keep" and have the Hero draw two at random.
  3. This is the library. There is 100 gold coins in each of the treasure chests.
  4. This Chaos Warrior also learned some magic from the wizard's books. It can cast the Chaos Spells of Summon Orcs, Fear, and Command once per turn instead of attacking.

**Wandering Monster in this Quest: Orc**





## QUEST 2

# *The King's Castle*

“With the town under the control of the forces from Formar’s Bastion, go quickly to the throne room to see the king and find out what has become of the Stranger.

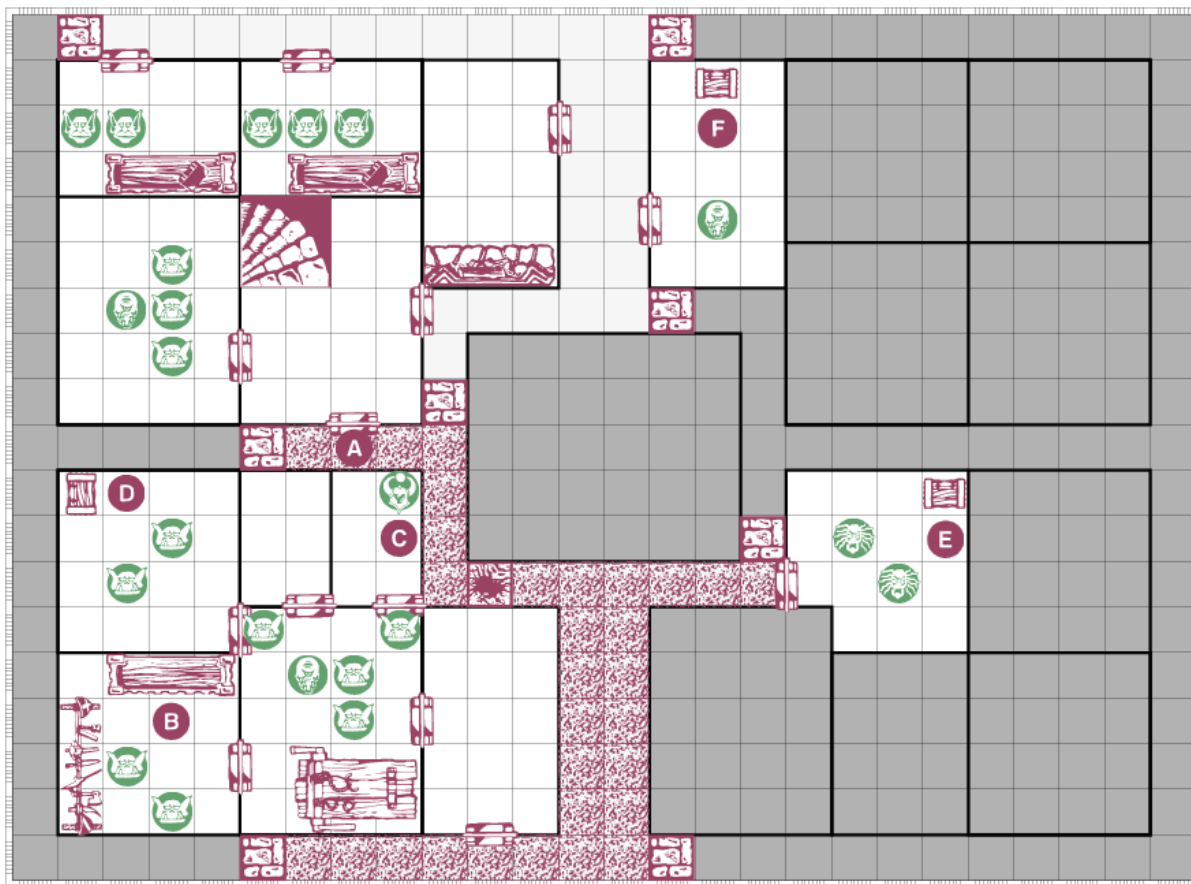
Loretome shows that the army of Formar’s Bastion has not breached the castle.”

### NOTES:

- A) This group commands the monsters in Thorndale and the castle itself. When the Heroes enter this room, tell them even Mentor was blindsided. Loretome still says that the castle is not under the control of the enemy. When the Chaos Warrior is defeated, the Heroes learn that the Stranger was arrested and taken to the castle dungeon.
- B) Each of these Fimir has a longsword, forged from the fires within this room.
- C) The first Hero to search for treasure in this room will uncover two spell scrolls from the Sorcerer’s Table. Shuffle the spell scroll cards from “Kellar’s Keep” and let the Hero draw two at random.

They are exactly like the longswords described on the Cardboard Platform in the Game System. These swords enable the Fimir to roll 3 combat dice when attacking and attack diagonally.

**Wandering Monster in this Quest: 2 Orcs**



### QUEST 3

## Castle Dungeon

“Search the castle dungeon for the Stranger, and then when you find him escape by returning to the Spiral Stairway. Though Loretome confirms the Chaos Warrior’s story and places

the Stranger in the dungeon, I’m afraid we can no longer rely on the great book’s guidance. Tread carefully my friends!”

#### NOTES:

The Heroes enter on the Spiral Stairway.

- A) Place the Death Mist tile on the game board as soon as it is visible to the Heroes. This mist is a breath of Chaos that harms all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Zargon’s) turns and can only move within the shaded corridor.

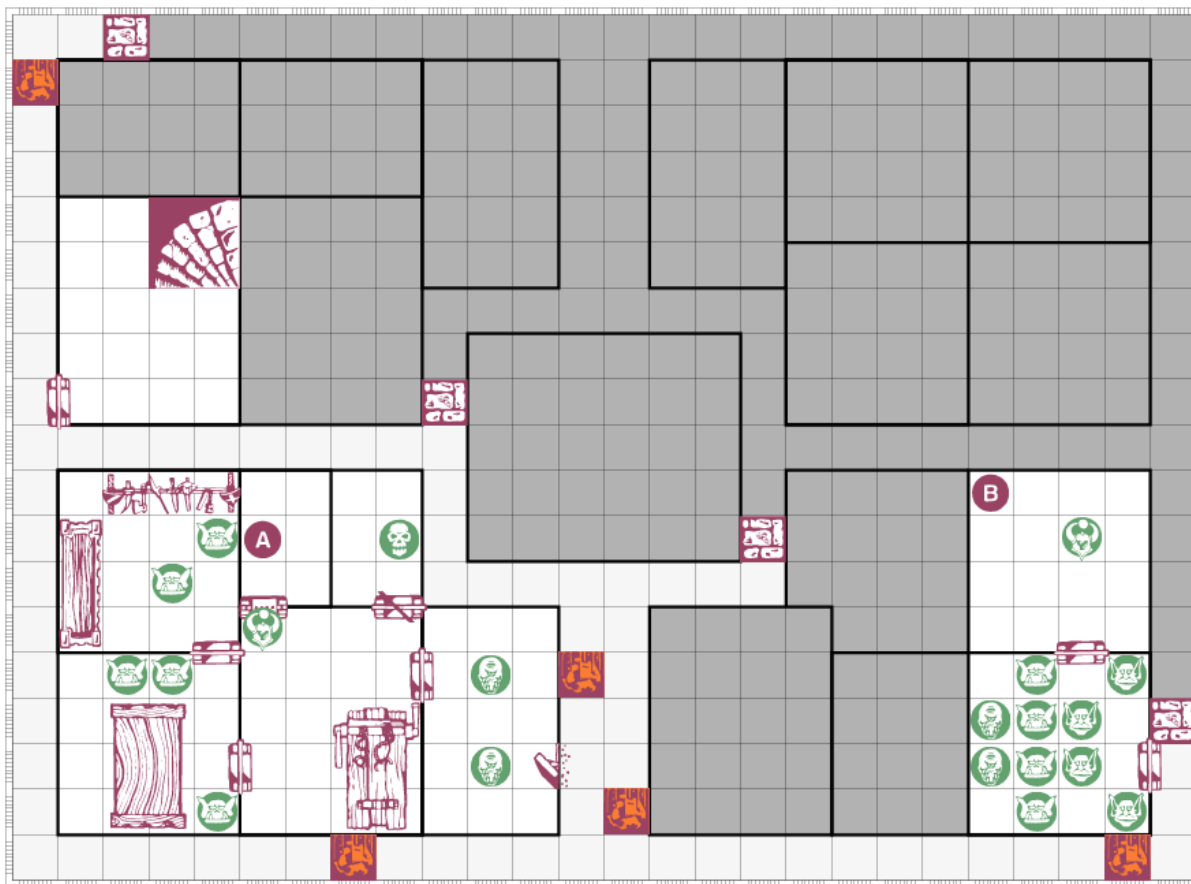
When the Death Mist passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Zargon’s) turn. It will not affect monsters.

The mist cannot move onto the same square twice in a single turn. It also cannot end its turn on the same square with a Hero. (If this happens, the Death Mist must stop short on the square in front of the Hero.)

The mist is not affected by any weapons. It can only be destroyed by a Tempest spell. (Don’t tell this to the Heroes!)

- B) The first Hero to search for treasure in this room will find 2 potions of healing in the cupboard. The potions restore up to 4 lost Body Points when consumed. The potions may be divided between 2 Heroes.
- C) The Chaos Warrior had guarded the Stranger—until he escaped the cell. After the Heroes defeat the Chaos Warrior, it will reveal that the Stranger was headed for Whenn’s Cave.
- D) This treasure chest contains 100 gold coins.
- E) This treasure chest contains 2 potions of healing just like those described in (B). The potions may be divided between 2 Heroes.
- F) This treasure chest contains 140 gold coins.

**Wandering Monster in this Quest: 2 Orcs**



#### QUEST 4

## Whenn's Cave

"The Stranger escaped and headed to Whenn's Cave. Loreto sees a connection between this cave and the chainmail-like barrier that surrounds the ruins of the old cathedral nearby. The connection isn't clear, but since we can't

fully trust the great book any more, you must talk to the Stranger yourselves.

"Be careful! This cave is unstable and I fear you may become trapped if you step wrong."

#### NOTES:

The Heroes enter on the Spiral Stairway.

- A) The Stranger is in this cell. When the Heroes open the door, explain that the Stranger is dressed in a dark clothing unlike anything they have ever seen.

The Stranger explains his name is Conner Phelps and he is from a time far in the future. His mission was to watch the dealings of an industrialist named Leland Finley. His superiors had Finley on a "watchlist" for terrorism and were suspicious when he seemed to be buying up large quantities of stone since he had never required it for his work before. Phelps followed Finley through a portal in time, emerging in the old cathedral nearby.

Phelps needs to return to his own time to bring reinforcements. He urges the Heroes to help him get back to the cathedral, but first they need to cut power to the chainmail-like barrier. He calls this thing an "electric fence." The shut-off device is somewhere in this cave.

Phelps will accompany the Heroes after they rescue him. He can be moved by the Hero that found him by rolling 2 red dice. He is armed with a short

sword exactly like the one described on the Cardboard Platform in the Game System. His remaining stats are listed below.

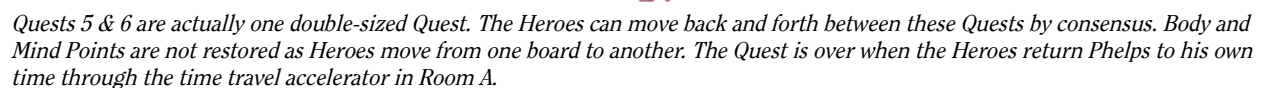
- B) The square marked "B" has the shut off switch for the electric fence. The first Hero to search for treasure in this room will find the lever and is invited to pull it. The lever is tough to move and each Hero who tries must roll 2 red dice. If the number rolled is less than his current number of Body Points, he succeeds and the fence is shut off.

When the fence is successfully shut off, a Gargoyle enters on the Spiral Stairway and will guard the exit. This Gargoyle knows the Chaos Spells of Ball of Flame, Fire of Wrath, and Command. He may cast one of these spells on your (Zargon's) turns instead of attacking.

MR. PHELPS:

Movement	Attack	Defend	Body	Mind
**	2	2	3	5

Wandering Monster in this Quest: Fimir



# *The Old Cathedral*

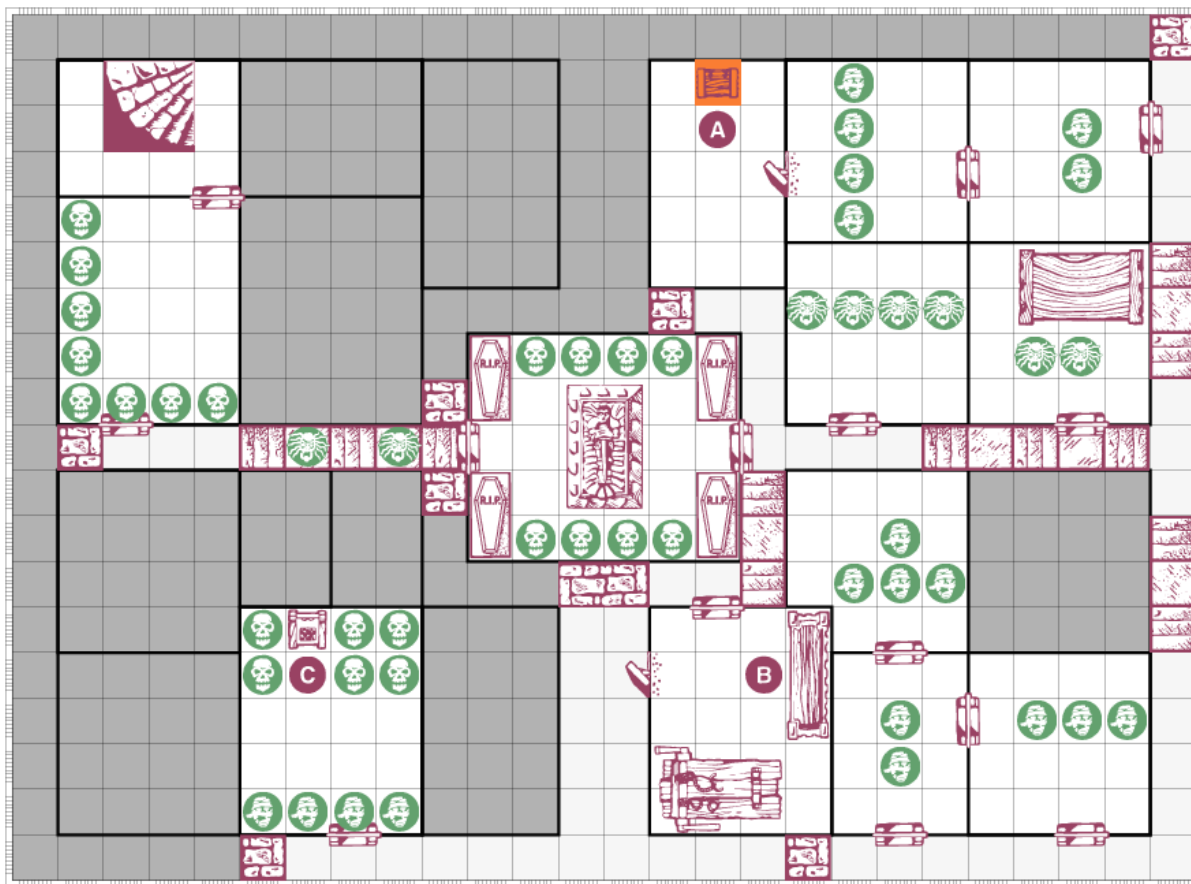
own time so he can return with reinforcements. Since I cannot see the locations of any of the main players in this, you must also seek this for yourselves."

The treasure chest contains 200 gold coins.

**Wandering Monster in this Quest: 2 Skeletons**

**Wandering Monster in this Quest: 1 Zombie & 2 Skeletons**





## QUEST 7

# Catacombs of Yohn

“With Mr. Phelps returned to his own time for reinforcements, he has left you with a clue to check the Catacombs of Yohn in the east.

“This is the burial site of the warriors that had fought for Arcania the last time that Zargon’s forces swept the land. If

their warrior spirits remain within their bones, they could be used to form much more powerful undead than you’ve faced before. Tread carefully, for I can find nothing in Loretome about the current status of these tunnels.”

### NOTES:

The Heroes enter on the Spiral Stairway.

- A) This treasure chest contains 200 gold coins, but it also has a poison gas trap on it. If a Hero searches for treasure before the trap is disarmed, he and any other Hero in the room will lose 3 Body Points.
- B) The cupboard contains 2 potions of healing that will restore up to 4 lost Body Points when consumed. They cannot give the Hero more than his starting number. The potions can be divided between 2 Heroes.
- C) Finley waits in here for the Heroes. He attacks adjacent Heroes with his bare fist. He is able to make a ranged attack with a 9mm pistol against nonadjacent Heroes in his line of sight. Heroes’ armor isn’t effective against the gun and they may only roll 2 Combat Dice when defending against the

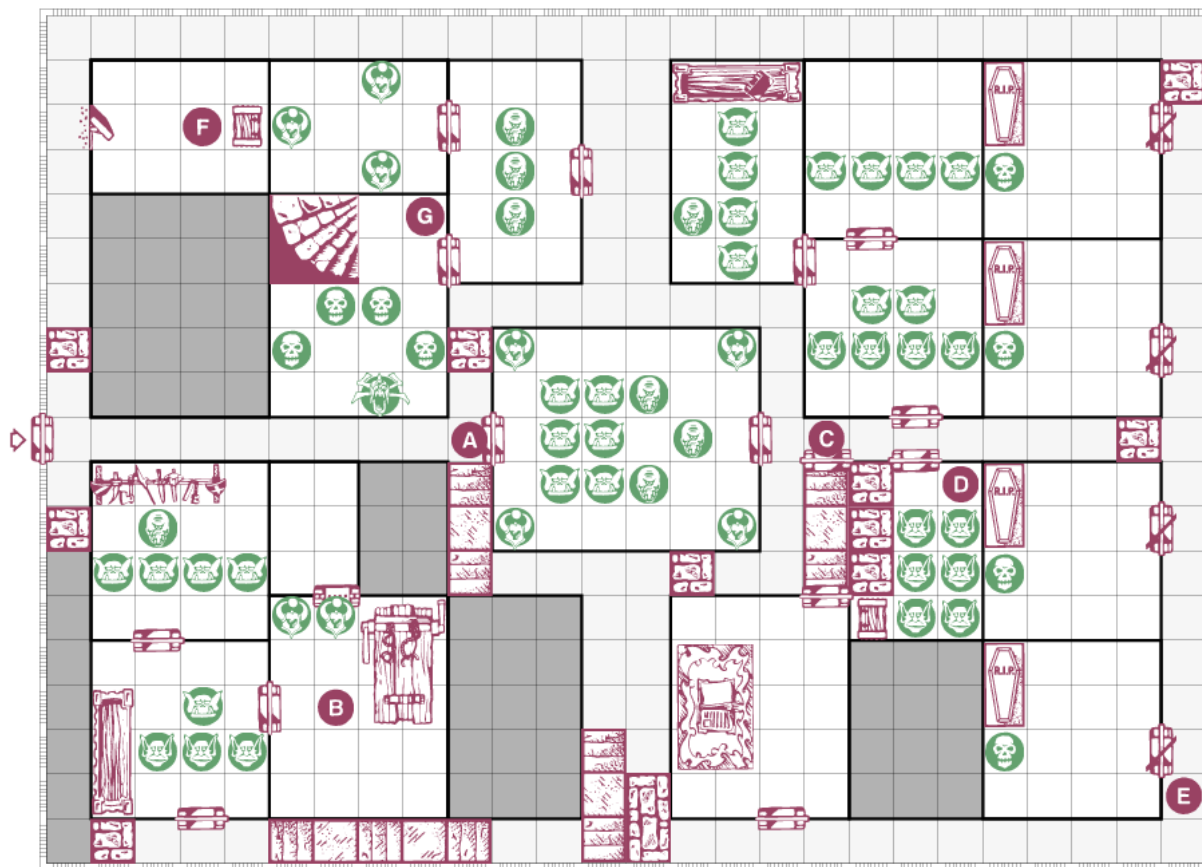
attack. If Finley does at least 4 Body Points of damage on a single hit, the armor the Hero is wearing is damaged beyond repair and lost (crossed off the character sheet). Artifacts are immune to this effect.

If Finley is killed, the Heroes receive the brass key and they may proceed to Formar’s Bastion.

### FINLEY:

Movement	Attack	Defend	Body	Mind
8	1 (5)	4	3	6

Wandering Monster in this Quest: Mummy



Quests 8, 9 & 10 are actually one triple-sized Quest. The Heroes can move back and forth between these Quests by consensus. Body and Mind Points are not restored as Heroes move from one board to another. The Quest is over when the Heroes destroy Lanmarr.

#### QUESTS 8, 9 & 10—TRIPLE QUEST

## Formar's Bastion

"This is it, my Heroes. Lanmarr is holed up in Formar's Bastion, awaiting a final battle with you.

"There are three levels to the bastion. The throne room is on level two. However, there are many locked doors and you will have to explore each floor to find the keys and proceed to

new areas.

"Good luck my friends. Mr. Phelps and the forces from the future will be here soon to aid you in securing the bastion. You must not fail to destroy Lanmarr, or reality will be undone and everything we've fought for so far for nothing."

#### QUEST #8 NOTES:

- A) This door is locked and will not open without the silver key.
- B) The King is held prisoner behind the portcullis. The portcullis is locked and can only be opened with the brass key from Quest #7. The King should be moved by the Hero who opened the door and must make it back to the Iron Entrance Door, at which point he is safe and removed from the game board. The King has 2 Body Points remaining and rolls 1 Combat Die to attack and 2 to defend.

On your (Zargon's) next turn after the King has been rescued, place a squad of 4 Chaos Warriors at the Iron Entrance Door. These monsters may move and attack immediately. They will try to stop the Heroes from returning the King to safety.

The King will give the Heroes the silver key before he departs through the Iron Entrance Door.

- C) This door is locked and cannot be opened without the gold key.

- D) This treasure chest contains 500 gold coins.

- E) As soon as the first Hero looks down this hallway, place the open doors and the contents of all the rooms on the board. The Skeletons activate immediately. They are part of Zargon's elite skeletal forces and have the same stats as Chaos Warriors. Once all of the Skeletons are dead, the first Hero to search for treasure in one of the rooms with a coffin tile will find the platinum key under the tile.

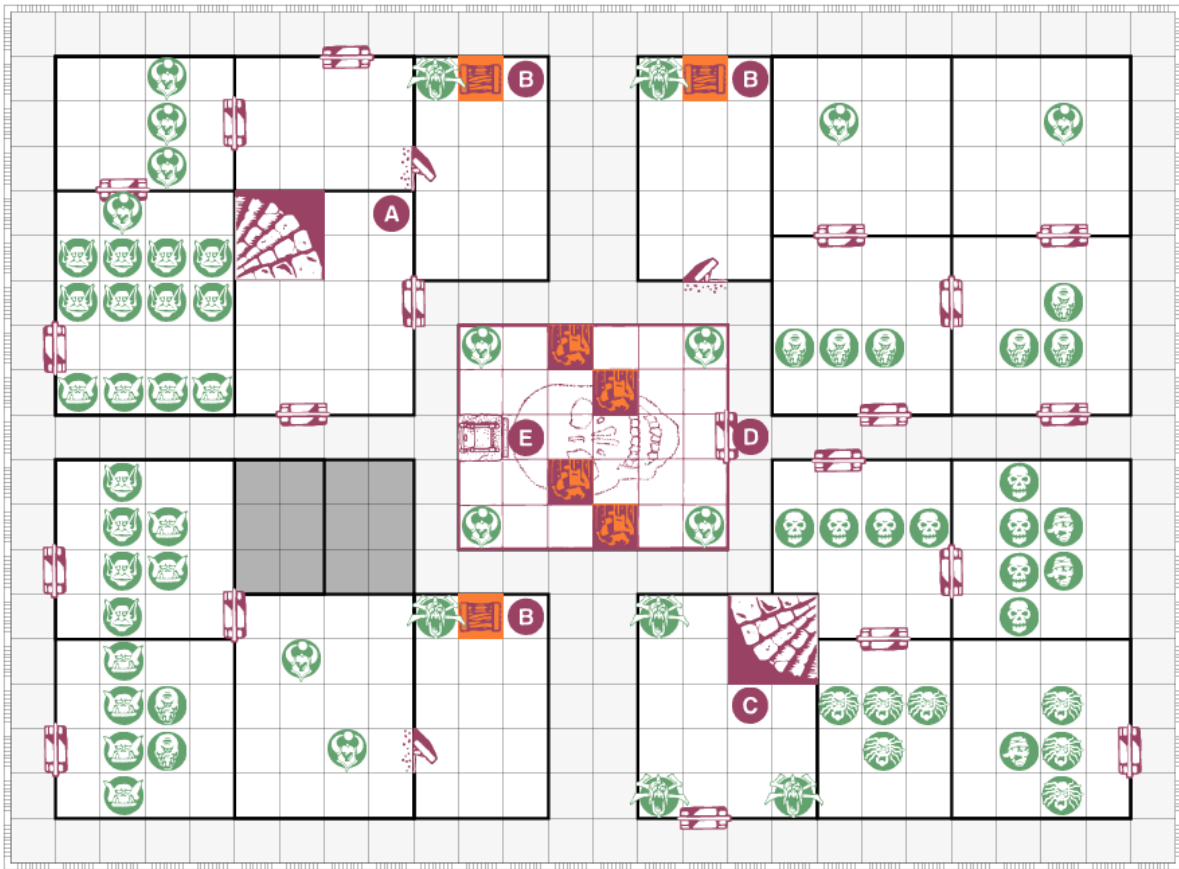
- F) This treasure chest contains 4 potions of healing that will restore up to 4 lost Body Points when consumed, but will not give a Hero more than his starting number. The potions may be divided among the surviving Heroes.

- G) The Gargoyle in this room knows the Chaos Spells of Fear, Ball of Flame, and Firestorm. It may cast them on its turn instead of attacking.

The Spiral Stairway in this room leads to room (A) in Quest #9. Do not place the Stairway on the board until a Hero opens the door to the room.

**Wandering Monster in this Quest: Chaos Warrior**





#### QUEST #9 NOTES:

- A) This Spiral Stairway leads to room (G) of Quest #8. Do not place the Stairway on the board until a Hero opens the door to the room.
- B) These treasure chests contain 400 Gold Coins, however, all are trapped. If a Hero searches for treasure before the trap is disarmed, the Gargoyle in this room will spring to life and immediately attack the Hero. Each Gargoyle knows the Chaos Spell of Firestorm, which it may cast on your (Zargon's) turn instead of attacking. If the trap is successfully disarmed, the Hero will discover (be told by you) what would have happened if he had searched for treasure first.
- C) This Spiral Stairway leads to room (A) of Quest #10. Do not place the Stairway in this room until a Hero opens the door to the room. The Gargoyles in this room each know the Chaos Spells of Fire of Wrath and may cast them on your (Zargon's) turn instead of attacking.
- D) This door is locked and cannot be opened without the platinum key.
- E) Here Lanmarr awaits the final conflict. Use the Chaos Warlock to represent Lanmarr and place him on the square marked "G." The falling block traps shown in this room aren't actually traps; they are placed on the board as shown when the Heroes enter the room. They do not block line of sight and moving through them costs a Hero or monster 2 squares of movement

instead of 1.

On your (Zargon's) turns, Lanmarr has a choice of things that he can do: attack, cast a spell, animate a rock pile, or attack the mind of any Hero. Lanmarr knows the Chaos Spells of Fear, Sleep, Command, and Tempest.

To attack the mind of a Hero, Lanmarr selects a target in line of sight and rolls 1 red die for each of his Mind Points. For each 5 or 6 rolled, the defender loses 1 Mind Point. A Hero reduced to zero Mind Points in this way is knocked unconscious and removed from the game board.

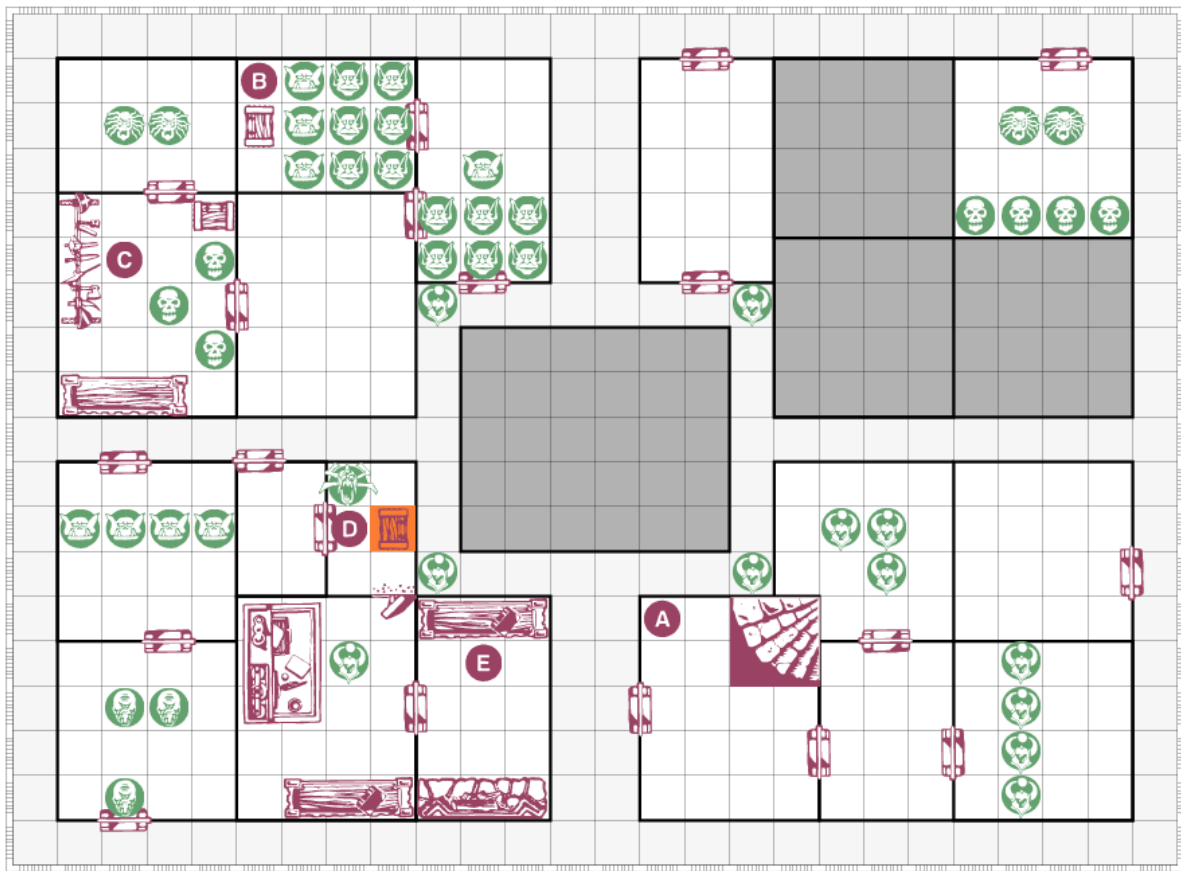
To animate a rock pile, Lanmarr selects a rock pile in his line of sight and it animates as a Gargoyle. If this Gargoyle is killed, it reverts to a rock pile and can be animated again on your (Zargon's) next turn.

If Lanmarr is killed, read aloud the conclusion that follows Quest #10.

#### LANMARR:

Movement	Attack	Defend	Body	Mind
8	4	6	3	8

#### Wandering Monster in this Quest: 2 Chaos Warriors



#### QUEST #10 NOTES:

- A) This Spiral Stairway leads to room (C) of Quest #9. Do not put the Stairway on the board until a Hero opens the door to the room.
- B) There are 200 gold coins in this treasure chest. The gold may be divided among the surviving Heroes.
- C) There are 2 short swords and 2 broadswords on this weapons rack. They are exactly like the ones described on the Cardboard Platform in the Game System. In the cupboard are 3 potions of healing which will restore up to 4 lost Body Points when consumed, however they will not give the Hero more than his starting number.
- D) This treasure chest contains the gold key, however, it has a poison gas trap on it. If a Hero searches for treasure before the trap is disarmed, he and any other Hero in the room will lose 3 Body Points.
- E) There are 2 spell scrolls on the bookshelf. They are exactly like the matching Artifact Cards from the "Kellar's Keep" Quest Pack. Shuffle those cards and let the Hero draw 2 at random.
- The Gargoyle knows the Chaos Spells of Fear, Ball of Flame, Fire of Wrath, Firestorm, and Lightning Bolt which it may cast on your (Zargon's) turn instead of attacking. This is an especially dangerous Gargoyle that is immune to fire spells and has 4 Body Points.

#### Wandering Monster in this Quest: Chaos Warrior

# Conclusion

**W**ith one final stroke, you cut down the evil Chaos Warlock Lanmarr and end his threat forever. Their leader dead, the remaining enemies cease fighting and surrender. But you still hear the sounds of battle. This puzzles you and your enemies at first, but then you see a familiar face in the door.

Conner Phelps, his semi-automatic pistol in hand, peeks in the door to the throne room.

"Oh!" he exclaims. "I see you've taken care of our mutual enemy. My military forces are deployed throughout the bastion. We've secured the premises."

Phelps holsters his weapon and approaches you. You greet each other warmly, both happy that the other is alive and that this ordeal is over.

Phelps fills in the blanks for you. "I come from over 3000 years in your future," he says. "We've mostly forgotten magic exists, replacing it with technology like this." He pats his holstered gun.

He shrugs. "Or I don't know, maybe the source of magic just declines over the millennia. But one thing never changes: evil. Evil men like Leland Finley, for whom wealth and power just aren't enough. He wanted control, and he did enough for my superiors to put him on what we call the Terror Watchlist."

Only some of this makes sense to you. But Phelps doesn't stop to explain any of his terms.

"Finley's researchers were somehow able to weaken whatever barriers separate the past and the future, whatever makes time seem linear."

The Wizard gets it. "Fold your time back over ours like wrinkles in a sleeping skin?" he asks.

Phelps nods. "But they couldn't actually physically manifest."

"Until they were able to use the magic contained in the books within the old cathedral," the Wizard corrects him.

"Exactly," Phelps continues. "Finley somehow hooked up with Lanmarr. Finley needed an army, but he hadn't the money to finance one. Especially not

for the long game of conquering the entire planet. Our world is a much bigger place than this, I'm afraid."

This you understand. The men of the future must have explored a great deal more, filling in much of the blank edges of the map. They also must be far more numerous, for even now the population grows.

"Lanmarr provides an automated army of Gargoyles to Finley?" the Barbarian ventures.

"That's pretty insightful for you," the Dwarf scoffs with a wrinkled nose.

"Yes, I'm afraid that was exactly the deal," Phelps says. "We don't have many weapons that are designed to cut or destroy solid stone. It's just not a tactic that we need in our world." He sighs. "I think, given time, this plan would have resulted in Finley taking over our world."

"And Lanmarr ruling by his side," the Elf says.

"Not a world I'd want to live in," adds the Wizard.

"Nor I," agrees Phelps. "Anyway, it's over now and I thank you for your help."

**O**ver the next few days, the four Heroes and Phelps manage to clear Formar's Bastion. Though it pains him, the Wizard destroys the magical texts and alchemical apparatuses that make time travel possible. Conner Phelps, your most interesting ally, returns to his own time for the last time.

Listening deep within themselves, the Heroes hear Mentor's voice...

"Great work, my Heroes! You have at last destroyed your enemy, Lanmarr. With the time travel accelerator destroyed and the processes to create it erased, Loreto is no longer changing its text daily. For now, you may rest. But beware! More Quests await you in the future. The time will come when we must move against Zargon's forces."